

6 • Raving Red-Jane, Bathed in Blood 4

*"As a matter of fact, I did have to kill every last damned one of them." (061G)*



CHARACTER • KIZEN • ACCORD • WARRIOR • UNIT

POWER 6 TACTICS 6 DEFENSE 6

Pay 1 energy ≈ If Raving Red-Jane is at a site, destroy all your opponent's units here. You may use this ability only during your control phase.

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2 • Amethyst Fatale (062A) 2

*Amethyst checks her ride twice before every flight — once for worn components and once for boobytraps.*



CHARACTER • ACCORD • WARRIOR • UNIT

POWER 2 TACTICS 2 DEFENSE 4

**Piloting 2**  
Each time you reveal a card for battle destiny during a battle here, you may reveal the next card and use it instead. If you do, and the second card has a lower destiny than the first, you cause no attrition in that battle. You may use this ability only once per battle.

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4 • Kinnet, Red's Right Hand (063B) 3

*Kinnet knows being her second in command is no refuge from Red-Jane's rage. Experience has taught him to how to read the look in her eye and when to escape her killing zone.*



CHARACTER • ACCORD • WARRIOR • UNIT

POWER 4 TACTICS 2 DEFENSE 5

**Quickdraw 1**  
Each time you reveal one or more cards for destiny using an ability on a weapon beneath this character, you may put one of the revealed cards on top of your reserve.

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3 Cagey Swindler (067B) 3

*Beatrice Lyra got cards printed that claim she's in "Acquisitions and Marketing." Business is brisk.*



CHARACTER • NEST • ROGUE • UNIT

POWER 2 TACTICS 2 DEFENSE 3

When this character enters play from your hand, you may put a card from your hand on top of your reserve.

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0 • Evidence 1 (068B) 6

*Lore*



ASSET • EVIDENCE

Each time your total battle destiny is exactly 2 at the end of the battle destiny step, you may destroy a damaged unit for each of your evidence assets.

• Pay 2 energy ≈ Put this asset on top of your reserve.

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3 • "Brute Squad" Saark (069G) 4

*"The rest of them? I am the Brute Squad."*



CHARACTER • NEST • ROGUE • UNIT

POWER 3 TACTICS 2 DEFENSE 3

As long as target opponent's order or opponent's interrupt is pending, you may play this character from your hand at any time you could play an interrupt. If you do, cancel target.

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5 • Missing Persons (073C) 3

*The Missing Persons isn't as pretty as she was before the Earthers "misplaced" her, but she's a lot faster now and just as well-armed.*



SHIP (CAPACITY 4) • NEST • CAPITAL

POWER 4 TACTICS 2 DEFENSE 6

**Captain—Mercenary Flyer** (As long as Mercenary Flyer is aboard, this ship and each unit aboard it is immune to attrition.)

• Pay 0 energy ≈ Dismiss your rogue at a related site. Cancel target pending attack at that site.

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3 Raiding Bandit (074C) 2

*Red-Jane's pilots call themselves "The Surgeons," because they'll slice you open before you know it.*



SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER 2 TACTICS 2 DEFENSE 3

Each time a battle begins here, your opponent pays 2 energy.

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3 Fierce Bandit (075D) 2

*Gongen plunder has funded a squadron of pricey fighters for the Accord.*



SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER 2 TACTICS 2 DEFENSE 3

**Scouting** (You may play this ship at a sector that has no energy icons on your side.)

When this ship enters play from your hand, if you have three or fewer support icons, you may draw 2 cards from the top of your reserve.

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**1** **Cutthroat Forerunner (064E)** **2**

*Serving on Red-Jane's crew makes a person violent and heartless, or dead.*



CHARACTER • ROGUE • UNIT

POWER **2** TACTICS **1** DEFENSE **4**

When this character enters play from your hand, if you have three or fewer support icons, you may download a location that has a .

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**2** **•Dooley, Purveyor of Possibilities** **4**

*As owner of the Rats' Nest Bar & Casino on Ceres, Dooley knows what you need and how you can get it. The only question is — are you willing to pay his price? (065C)*



CHARACTER • NEST • MERCHANT • ROGUE • UNIT

POWER **2** TACTICS **3** DEFENSE **4**

• Pay 2 energy ≈ Look at the bottom X cards of your reserve, where X is the number of rogues at this location. Take one of those cards into your hand and put the rest back in any order.

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**4** **Metal Freak (066B)** **1**

*After losing a leg during a little job for Dooley, Vekker told the medbot to take the other one, too. Even other Mavericks questioned that decision.*



CHARACTER • INVERTER • NEST • UNIT

POWER **2** TACTICS **3** DEFENSE **5**

When this character enters play from your hand, if you have three or fewer support icons, you may invert it.

Revert this character ≈ Cancel target pending attack here.

DEFENSE **5** TACTICS **3** POWER **2**

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**3** **Mercenary Flyer (070C)** **2**

*"I'm putting together a little job and we need somebody to fly the boat. Ever flown any Earther crates? Pays in cash."  
—Dooley*



CHARACTER • NEST • ROGUE • UNIT

POWER **2** TACTICS **2** DEFENSE **4**

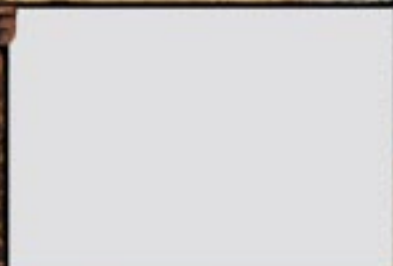
**Piloting 2** (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

Dismiss your stockpile asset with X cards stacked on it ≈ Activate X energy.

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**1** **•Evidence 2 (071B)** **2**

Lore



ASSET • EVIDENCE

Each time your total battle destiny is exactly 4 at the end of the battle destiny step, you may activate an energy for each of your evidence assets.

• Pay 0 energy ≈ Put this asset on top of your reserve.

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**0** **Church Key (072B)** **2**

*"House" is the perfect choice for both opening bulkhead doors and cracking Gongen armor.*



CHARACTER • ACCORD • WARRIOR • UNIT

POWER **0** TACTICS **1** DEFENSE **2**

**Piloting 2** (As long as this character is aboard a ship, that ship is power +2 and tactics +2.)

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**3** **Bloodthirsty Bandit (076G)** **2**

*The Surgeons run a monthly contest to see which pilot has the largest bounty. Each one makes sure his enemies know his call sign.*



SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER **2** TACTICS **2** DEFENSE **3**

When this ship enters play from your hand, your opponent reveals an interrupt or order from his or her hand and puts that card on top of his or her used pile. If that player can't, he or she must reveal his or her hand.

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**4** **Savage Bandit (077C)** **2**

*Built at the Hephaistos Hoppers shipyards, this sleek design is new to the Outer Rim — Maverick techs haven't had the chance to tinker with them.*



SHIP (CAPACITY 1) • ACCORD • FIGHTER

POWER **2** TACTICS **2** DEFENSE **3**

**Scouting** (You may play this ship at a sector that has no energy icons on your side.)

When this ship enters play from your hand, you may activate X energy, where X is the number of your opponent's sectors where he or she doesn't have a ship.

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**5** **•Crimson Corsair (167C)** **2**

*Hephaistos Hoppers' masterwork. The stories say it's crewed by thugs, armed like a battleship, and faster than a ship half its size. The stories aren't far wrong.*



SHIP (CAPACITY 6) • ACCORD • CAPITAL

POWER **4** TACTICS **2** DEFENSE **6**

**Captain — Amethyst Fatale** (As long as Amethyst Fatale is aboard, this ship and each unit aboard it is immune to attrition.)

Each time an opponent's ship or unit is lost from here, you may activate energy equal to the destiny of that ship or unit.

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**0** **Nanosharp Combat Axe (078A)** **3**

*"This baby's rigged with a monoblade, and enough electrical charge to stun a dinosaur." —Hance Tech Holiday Catalog*



**WEAPON (CHARACTER) • MELEE**

• Lose a card at random from your hand ≈ Choose target character your opponent has in a site battle here. Damage target if its defense < **0** +3.

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**1** **Pirate's Wages (079C)** **5**

*Once it was silks and coins, now it's superconductors and truginium; but booty is still booty.*



**ASSET (Site)**

You may play this asset beneath one of your opponent's locations.  
You can't play more than one of this asset beneath the same location.  
Each drain here is +1.

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**0** **•Hit the Brakes (080D)** **6**

*A touch of reverse thrust changes the hunter to the hunted.*



**INTERRUPT (Used)**

Make your battle destiny in target battle +1.

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**3** **Appraiser (084B)** **2\***

*Not only can he tell you the book value, he can tell you what it will fetch on the market.*



**CHARACTER • NEST • ROGUE • UNIT**

**POWER 2 TACTICS 2 DEFENSE 3**

When this character enters play from your hand, you may download an evidence asset.  
\*When you reveal this card for destiny, it is destiny +1 for each of your evidence assets.

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**1** **•Advance to Avarice (085D)** **4**

*Dooley told her if she could "obtain" it, he could find a buyer. Now she just had to get it off Seyal.*



**ORDER (Lost)**

Reveal the top X cards of your reserve, where  $X = 7 - \text{the number of your locations}$ . Play any locations revealed. Shuffle your reserve.  
If you played no locations, you may activate 3 energy.

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**2** **TransPlatform Hookup (086A)** **6**

*"Where's the plug on this thing?"*



**ASSET**

As an additional cost to play this asset, lose 2 energy.  
Each time you drain, you may activate 1 energy for each card lost to that drain.

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**1** **That's the Accord Way (090C)** **5**

*"It's just like a Gongen to bring a knife to a gun fight."*



**INTERRUPT (Lost)**

As an additional cost to play this interrupt, pay X energy, where X is the power of target unit in a battle, and damage that unit.  
Look at the top X cards of your reserve and replace them in any order.

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**0** •Claiming Spoils (081C) **5**

*Kinnel likes to inspect Red-Jane's prizes, as he has an unmatched eye for potentially valuable assets.*



**ASSET • STOCKPILE**

Each time your battle destiny at the end of the battle destiny step is > 6, you may make your opponent lose 1 energy and stack that card face down on this asset.

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**2** •Evidence 3 (082B) **4**

*Lore*



**ASSET • EVIDENCE**

Each time your total battle destiny is exactly 6 at the end of the battle destiny step, you may damage a unit in target battle for each of your evidence assets.

- Pay 1 energy ≈ Put this asset on top of your reserve.

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**1** Sealed (083D) **4**

*Accord raiders have heavily armored rooms to store their ill-gotten plunder.*



**INTERRUPT (Used)**

You may play this interrupt only during your turn.

The next 4 energy your opponent loses this turn can't come from his or her hand.

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**3** Prepare to be Boarded (087G) **1**

*It's easy to split the objectives. It's harder to split the loot.*



**ASSET (LOCATION)**

You may play this asset beneath an opponent's location.

You can't play more than one of this asset beneath the same location.

Your battle destiny is +2 here.

When your opponent controls this location, dismiss this asset.

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**4** Precarious Getaway (088C) **0**

*"I don't know what you took from that museum, but they're acting like they want it back!"*



**ASSET**

Each card you play costs one more support icon to play.

Each card you reveal for battle destiny is destiny +1.

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**0** Cakewalk (073B) **6**

*Dooley's plan was simple. All he needed was an Earther cruiser, a diplomatic summit, and access to NAME's personal collection.*



**ASSET**

Each interrupt costs 1 more energy to play.

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